




James Garner




>_ FULL STACK DEVELOPER  DESIGNER  OPEN SOURCE HERO

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EMPLOYMENT HISTORY

- JUNE 2014 - SEPTEMBER 2014**  **DataCentred Ltd., MediaCityUK, Manchester**
Cloud Platform Intern on the DevOps team. Created a customer facing Ruby on Rails and AngularJS web app which reflected a JIRA installation in real-time. Strong focus on Git, scalability and performance. Represented DataCentred at the Greater Manchester Data Dive and was described as “our awesome intern”.
- JUNE 2013 - MAY 2014**  **NextWorldWeb Ltd., InfoLab21, Lancaster**
Moved custom websites to Object Orientated PHP (CakePHP), WordPress & CS-Cart frameworks. Automated WordPress theme creation from any site. Successful internship followed by private employment.
- 2007 - PRESENT**  **Invisionsoft / jadaradix design + systems, Worldwide**
Developed ‘DS Game Maker’ since 2007 in .NET and C — it's now open source. By age 17 I'd sold over 1,500 serial codes and 350 physical ‘Homebrew Kits’. It was adopted at American summer camps and I sold site licenses to schools worldwide.
Engineered the complete cross platform/HTML5 game maker ‘Dark Flow’ (lead developer) with 4 friends. The games ran on PC via .NET and the web/mobile devices via HTML5. It was also commercially successful; we sold to the education sector and ran game making workshops.
I've also done paid full stack freelance work for clients including Astute Motoring, HiFi Design, Timberland Sheds and The Nail Spa.

EXPERIENCE & SKILLS

SKILLS: ADVANCED



▶ **node.js, AngularJS, HTML5, Responsive Design**

.NET (Visual Basic, C# & Mono), jQuery, Sass, Grunt

SKILLS: PROFICIENT





▶ **Git, OO JS, LAMP (OO PHP), C (Nintendo DS), Ruby on Rails**

Templating (Jade, Haml), Accessibility, UNIX SysOps, Graphic Design

SOCIETY LEADERSHIP

- ▶ **President**, The Computer Science Society (2014 — present)
- ▶ **Webmaster & Social Secretary**, The Computer Science Society (2012 — 2014)
- ▶ **Publicity Officer**, LGBTQ* Association (2013)
- ▶ **Lüdenschheid-Brighthouse** Twin Town society (2012 — present)

LANGUAGES

-  **English** (Native)
-  **German** (Fluent)

FOR FUN

- ▶ Bell ringer, pianist, badminton player and collector of “I ♥ (...)” t-shirts. I exchange with Germany every year and I've exchanged with Poland independently — I love Europe.

EDUCATION

COMPUTER SCIENCE BSc (HONS) (EXPECTED UPPER 2ND)

2012 – 2015  **Lancaster University, UK**

YEAR 3 STUDIED Distributed Systems; Languages and Compilation; Artificial Intelligence; Advanced Internet & Mobile Applications; Media Coding & Processing; Security and Risk.

YEAR 2 STUDIED Operating Systems & Concurrency; HCI & Heuristics; Networking; Software Design; Professional Issues (Data Analysis, Legalities, Project Planning/Reporting); Functional Programming (Erlang/Python); Teamwork Android development.

YEAR 1 STUDIED Algorithms & Efficiency; Databases; Digital Systems (Mathematics, Assembly, Compiling, Debugging). I got a First.

GERMAN STUDIES (ADVANCED) 1ST YEAR (UPPER 2ND)

2012 – 2013  **Lancaster University, UK**

STUDIED German 20th Century Culture, History, and Society; Researched Paper 'Die Folgen der Veränderung der deutschen Sprache' Grammar; Discussion.

PROFESSIONAL DEVELOPMENT

TALKS GIVEN

JANUARY 2014  **Facebook Data Analysis**
LANCASTER

"What does your Facebook say about you? I will show how we can leverage the power of Computer Science to learn about our own everyday on-line interactions."


NOVEMBER 2012  **From UNIX to ARM: Make your own Nintendo DS Homebrew**
LANCASTER

"Compiling C programs for Nintendo platforms"

CONFERENCES, HACKATHONS & NETWORKING

OCTOBER 2014  **Hey girl, let's talk about UX and Gender**
SKYPE, LONDON

"We've been thinking about what it means to create inclusive designs and work in a diverse team. How is gender identity important to modern users and what is it anyway?"

JULY 2014  **Greater Manchester Data Dive**
MANCHESTER


Drilled into a dataset of ~700,000 Tweets from the Greater Manchester and Lancashire region to look for insights that could aid the local community via statistical analysis and heatmapping. Team of ~8.

APRIL 2014  **InfoLab21 Showcase**
LANCASTER


Presented my research "Geosocial Networking Security and Facebook Semantic Analysis" (via poster) alongside PhD students, looking at the reverse engineering of Grindr ('Stalkr') to automatically find users' locations. Also wrote a framework for analysing Facebook personal archives (to create a common private social graph).

MARCH 2014  **Hack Smart Streets 2014**
LANCASTER

Developed an API for public bodies to detect decaying street furniture from crowdsourced imagery in .NET using ffmpeg and a home grown Computer Vision algorithm. 'Most Commercially Viable' Prize winners (£1000). Team of 4.

AUGUST 2013  **LeedsHack 2013**
LEEDS

Developed HTML5 mobile augmented reality game 'Pacman City'. First Prize winners (4 Apple TVs). Team of 3.

JULY 2012  **LeedsHack 2012**
LEEDS

Developed real-time Tower Defence game 'Maps Attax' on Google Maps. Team of 3.